EXPECTATIONS LEADERBOARD

ECEL Rookie Series Season 2

Group Stage | Group A

12 teams | 3 maps | ECEL Platform

Rank	Team	Bermuda Expected vs they got	Kalahari Expected vs they got	Purgatory Expected vs they got	After all maps Average place | total kills | standing
1	**Zeroo Squad** Turkey	**Expected finish 1 | 7.2 kills | 13 pts** They got 5 kills | place 4 BELOW	**Expected finish 1 | 6.8 kills | 12.4 pts** They got 5 kills | place 3 MATCH	**Expected finish 4 | 6.6 kills | 12.8 pts** They got 3 kills | place 9 BELOW	**Expected to finish 1 | 20.6 kills | 38.2 pts** They got table 7 | 13 kills | 30 pts Standing expected 1 | actual 7 BELOW
2	**LINE 21** Albania	**Expected finish 4 | 3.4 kills | 8.3 pts** They got 10 kills | place 2 PERFORMANCE	**Expected finish 2 | 4.9 kills | 11 pts** They got 6 kills | place 5 PERFORMANCE	**Expected finish 6 | 5.3 kills | 11.1 pts** They got 3 kills | place 3 BELOW	**Expected to finish 2 | 13.6 kills | 30.4 pts** They got table 3 | 19 kills | 42 pts Standing expected 2 | actual 3 BELOW
3	**RED FLOGA** Greece	**Expected finish 5 | 0.5 kills | 6 pts** They got 8 kills | place 3 PERFORMANCE	**Expected finish 3 | 3.1 kills | 9.4 pts** They got 0 kills | place 9 BELOW	**Expected finish 9 | 3 kills | 8.1 pts** They got 8 kills | place 4 PERFORMANCE	**Expected to finish 3 | 6.6 kills | 23.5 pts** They got table 5 | 16 kills | 33 pts Standing expected 3 | actual 5 BELOW
4	**TOP CREW ESPORTS** India	**Expected finish 3 | 4.5 kills | 9.2 pts** They got 1 kills | place 8 BELOW	**Expected finish 4 | 3.1 kills | 7.1 pts** They got 1 kills | place 6 MATCH	**Expected finish 10 | 2.5 kills | 6.8 pts** They got 4 kills | place 5 PERFORMANCE	**Expected to finish 4 | 10.1 kills | 23.1 pts** They got table 10 | 6 kills | 20 pts Standing expected 4 | actual 10 BELOW
5	**Big Yliria** Albania	**Expected finish -** They got 9 kills | place 9	**Expected finish -** They got 22 kills | place 1	**Expected finish 1 | 15.5 kills | 22.5 pts** They got 4 kills | place 8 BELOW	**Expected to finish 5 | 15.5 kills | 22.5 pts** They got table 1 | 35 kills | 52 pts Standing expected 5 | actual 1 PERFORMANCE
6	**Delta Force** Romania	**Expected finish 2 | 5 kills | 11.3 pts** No result saved	**Expected finish 5 | 2.3 kills | 5.2 pts** No result saved	**Expected finish 11 | 1.5 kills | 3.4 pts** No result saved	**Expected to finish 6 | 8.8 kills | 19.9 pts** They got table 12 | 0 pts Standing expected 6 | actual 12 BELOW
7	**IDENSHO** Greece	**Expected finish -** They got 10 kills | place 7	**Expected finish -** They got 11 kills | place 2	**Expected finish 2 | 10.5 kills | 17 pts** They got 3 kills | place 7 BELOW	**Expected to finish 7 | 10.5 kills | 17 pts** They got table 4 | 24 kills | 41 pts Standing expected 7 | actual 4 PERFORMANCE
8	**DraveX** India	**Expected finish -** They got 10 kills | place 1	**Expected finish -** They got 3 kills | place 7	**Expected finish 3 | 6.5 kills | 14.5 pts** They got 6 kills | place 1 MATCH	**Expected to finish 8 | 6.5 kills | 14.5 pts** They got table 2 | 19 kills | 47 pts Standing expected 8 | actual 2 PERFORMANCE
9	**F4 elite** Romania	**Expected finish -** They got 7 kills | place 6	**Expected finish -** They got 8 kills | place 8	**Expected finish 5 | 7.5 kills | 11.5 pts** They got 0 kills | place 10 BELOW	**Expected to finish 9 | 7.5 kills | 11.5 pts** They got table 8 | 15 kills | 24 pts Standing expected 9 | actual 8 PERFORMANCE
10	**DROGA TEAM** Kazakhstan	**Expected finish -** They got 10 kills | place 5	**Expected finish -** They got 3 kills | place 10	**Expected finish 7 | 6.5 kills | 10 pts** They got 20 kills | place 6 PERFORMANCE	**Expected to finish 10 | 6.5 kills | 10 pts** They got table 9 | 33 kills | 20 pts Standing expected 10 | actual 9 PERFORMANCE
11	**FlipZZ** Spain	**Expected finish -** They got 0 kills | place 10	**Expected finish -** They got 10 kills | place 4	**Expected finish 8 | 5 kills | 9 pts** They got 5 kills | place 2 PERFORMANCE	**Expected to finish 11 | 5 kills | 9 pts** They got table 6 | 15 kills | 32 pts Standing expected 11 | actual 6 PERFORMANCE
12	**ALPHA TEAM** Portugal	Need 2 prior games	Need 2 prior games	**Expected finish 12 | 0 kills | 0 pts** No result saved	**Expected to finish 12 | 0 kills | 0 pts** They got table 11 | 0 pts Standing expected 12 | actual 11 PERFORMANCE

Expected is what the platform thinks this team should do on that map, from their circuit history. They got is the real result. MATCH = on expectation. PERFORMANCE = above. BELOW = under. Place slack +/-2, kill slack +/-3. Grey means not enough history - need 2 games. Expected finish is current form: real matches only, last games any map, place points (BOOYAH max 12) plus kills, newer and bigger cups weigh more, 40% vs tonight's lobby when they already played. Actual standing is the official table. Nothing is invented.